**Woman in yellow, upon interacting with:**

“Character Name! Is there any way you could help me? I’ve lost my son, [Name], in all this chaos.”

Options: A-“Of course!” B-“Not right now, I’m busy.” C-”Ugh, fine.” D-”I’m sorry, I can’t help you.”

The player will then make his/her way through town to find a child who resembles the woman in yellow. Along the way, the player can ask other citizens of the town if they have seen [Name] to narrow the search.

Eventually, the player finds [Name] at the stable.

Interaction: “All I wanted to do was pet the horsies but then the ground started shaking and scared them. Now I want my mommy!” (Imagining a crying sprite here)

A-“It’s okay [Name]. I know where your mom is, so just follow me.”

The player will then lead [Name] back to his/her mother, obtaining the most friendship points with the woman in yellow.

B-“Wait here, I’ll go get her for you.”

The player will go back to the mother and relay the location, obtaining the second most friendship points with the woman in yellow.

C-“Stop crying, she’s just over there. Go get her.”

The child walks away and the player obtains the minimum amount of friendship points with the woman in yellow.

**Yellow Man Running in circles near burning house- upon interacting with**

YM-“You! You! Quick! Can you help!?”

1. “Umm, sure. What do you need?” B- “Not right now.”

YM- “My cat, Mr. Fluffs, he’s trapped in the house and the door is wedged. I don’t know what to do!”

1. “Let me help. I think I have a way to get to him.”

Player throws dagger through a window and is teleported into the house. He/she grabs the cat and then goes back through the window (dagger or not? I’m not sure on physics of another body) and hands Yellow Man Mr. Fluffs.

YM-“Th-thank you. I’m not sure how you did that but…Thank you!”

He goes along his way with the cat. This choice provides the biggest friendship boost (Possibly could be a companion if you guys are into that kind of thing?)

1. “Do you have anything to break the window? I could climb through and grab your cat before coming back out”

YM- Sure I do. Great idea! (Pulls out a slingshot and breaks the window)

Player moves to the window, crawls through, grabs Mr. Fluffs, and then returns to the street.

YM- Thank you! I don’t know what I would’ve done if anything happened to him.

This interaction provides the second most friendship points (I’d say could lead to companionship again if that’s what you’re looking for.)

1. “Well, how about you go through the window?”

YM- “You’re a genius! I was so frazzled that I wouldn’t have thought of that.” (Pulls out a slingshot and breaks the window)

As he walks up to the window, the player can say, “Wait, I’ll go through for you.” (This plays out similarly to the end of choice B) or,

“Hope I helped!”

YM-“You sure did. I’m glad you’re calm in all of this.

Player can walk away, accumulating a few friendship points but maybe not enough for companionship)

1. “I’m not sure what to do. I don’t think I can help but maybe someone else will.”

YM- “I understand, thanks anyway.”

This choice provides no friendship points but is not damaging to the relationship.

1. It’s just a cat.

YM- “How dare you!”

This choice gives negative friendship points and the player can no longer interact with the YM in this town as he just says ‘Go away! Cat hater!”

**Fae in Pink upon interacting.**

FP-“Hey, kid! Can you get some water buckets? My shop is going up in flames!” (Mild flame animation over a small wooden bench)

1. “I’m on it!” B-“Not right now.”

If A is selected:

FP- “Thanks a bunch! There’s buckets in the alley and a spigot to get them full but it’s sometimes hard to turn on.”

1. “I’ll take care of it!”

If this option is selected, the player goes into the alley and has to strike the spigot with whatever combat technique Y’all want to use (dagger, punches, stick whichever) until it starts up. Then the player grabs a bucket and fills it, goes back to throw it on the fire and then repeats the fill-and-throw until the fire is quenched.

FP- “Thank you so much! I’ll tell everyone in the Shopkeeper’s Guild about you so maybe they’ll give you some discounts!”

Player receives the biggest friendship bonus and possible shop rewards later on.

1. “Okay…are you going to help too?”

FP- “Oh, I guess I could do that!”

This option leads to a similar play-out as option A but it moves quicker, resulting in:

FP- “Thank you so much! Find me after this is all over and I’ll give you something for your troubles.”

This option leads to the second best friendship meter and the player can return to the shop to get some free supplies.

1. I’ll get the water running, but I have to keep moving.”

The player goes and strikes the spigot to get the water going, but then leaves. Resulting in:

FP-“Thank you for your help.”

Positive friendship points but no other perks rewarded.

1. “I don’t have time, find someone else.”

FP- “Fine. Go.”

Negative friendship points and higher prices at this shop.